



ACCORD: Solo Challenge and Analyst Support

E. L. Perry, Ph. D.
Northrop Grumman IT
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Value of ACCORD



- From Robust Decisions, Inc.
 - Used by special permission
- Analysts use assigned part(s) of BIAC Methodology to estimate behavior of adversary
- Analysts input (weighted) judgment(s) on possible behavior of adversary into ACCORD
- ACCORD uses Bayesian reasoning with weighted inputs to get group estimate(s)
 - Identify holes, deficiencies, further work to be accomplished



Solo Challenge War Game



- Game played in Spring 2008 (April – May)
- Air War College students serve as subject matter experts and analysts
- Apply BIAC methodology to (unclassified) problems
- Use ACCORD decision software to:
 - Infer probable intent and likely behaviors
 - Recommend courses of action to faculty



Analytical Workflow



Use

**Values, Beliefs, Worldview;
Operational Behavioral History;
Perceptions;
Motivations (Needs and Objectives);
Current Capabilities;
Situational Factors;
Decision Process;
To Infer: Probable Intent / Likely
Behavior.**



Analytical Workflow (2)



Use

**Probably Intent + likely behaviors;
Vulnerabilities;
Influence Susceptibilities;
Accessibility;
To develop Recommendations.**



Sample Problem



In the year 2017, Iran, with technical assistance from India and China, has developed a laser weapon capable of destroying satellites in orbit. Determine the probable intent and likely behavior of the Iran Supreme Council with this new technology. Also recommend courses of action to U.S. military commanders.



Demo

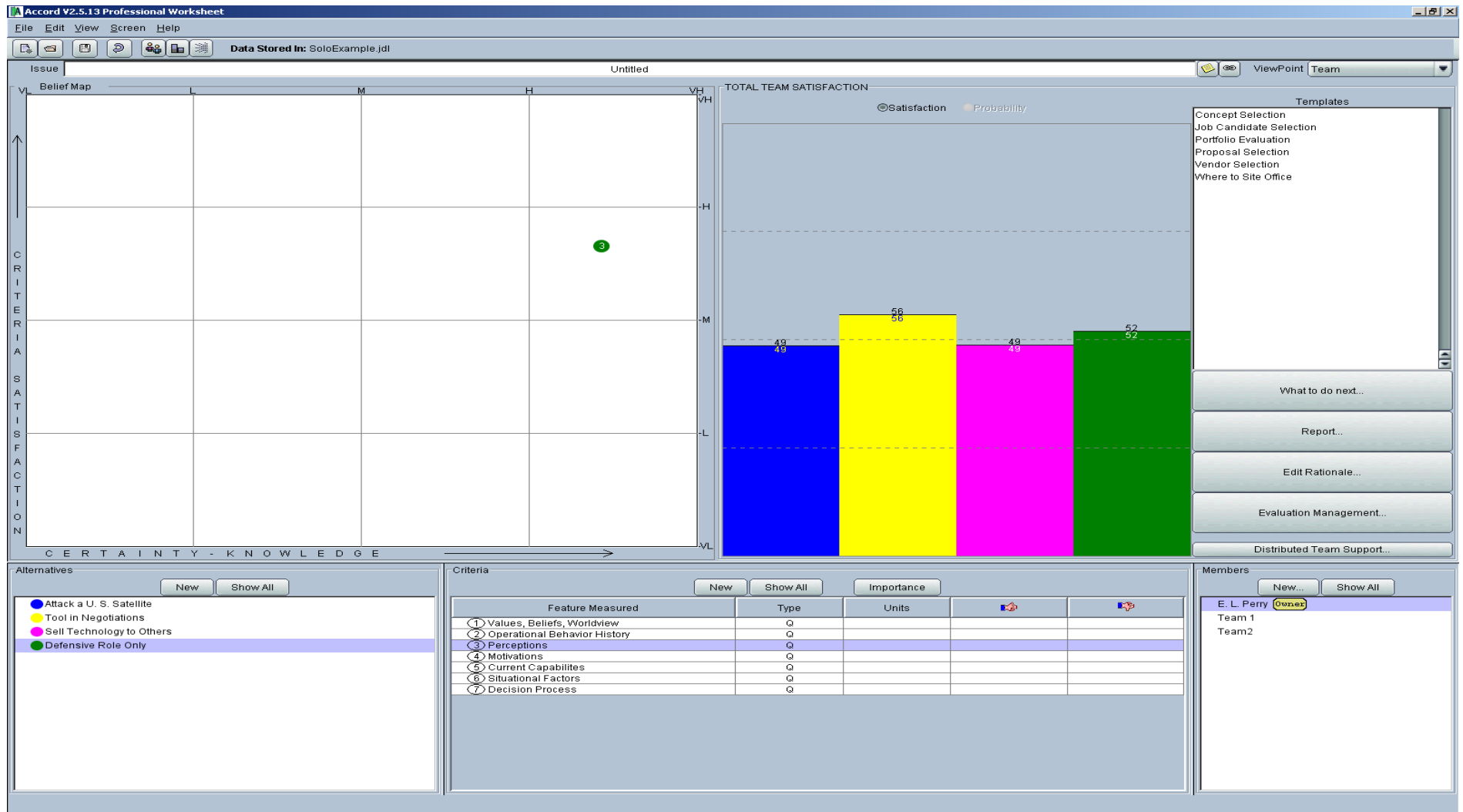


Possible behaviors of Iran SC:

1. Attack a U. S. Satellite;
2. Tool in negotiations;
3. Sell technology to others;
4. Defensive role only.



Example





Weighting the Criteria



Criteria Importance Weightings

Sum Independent Rank Team 1

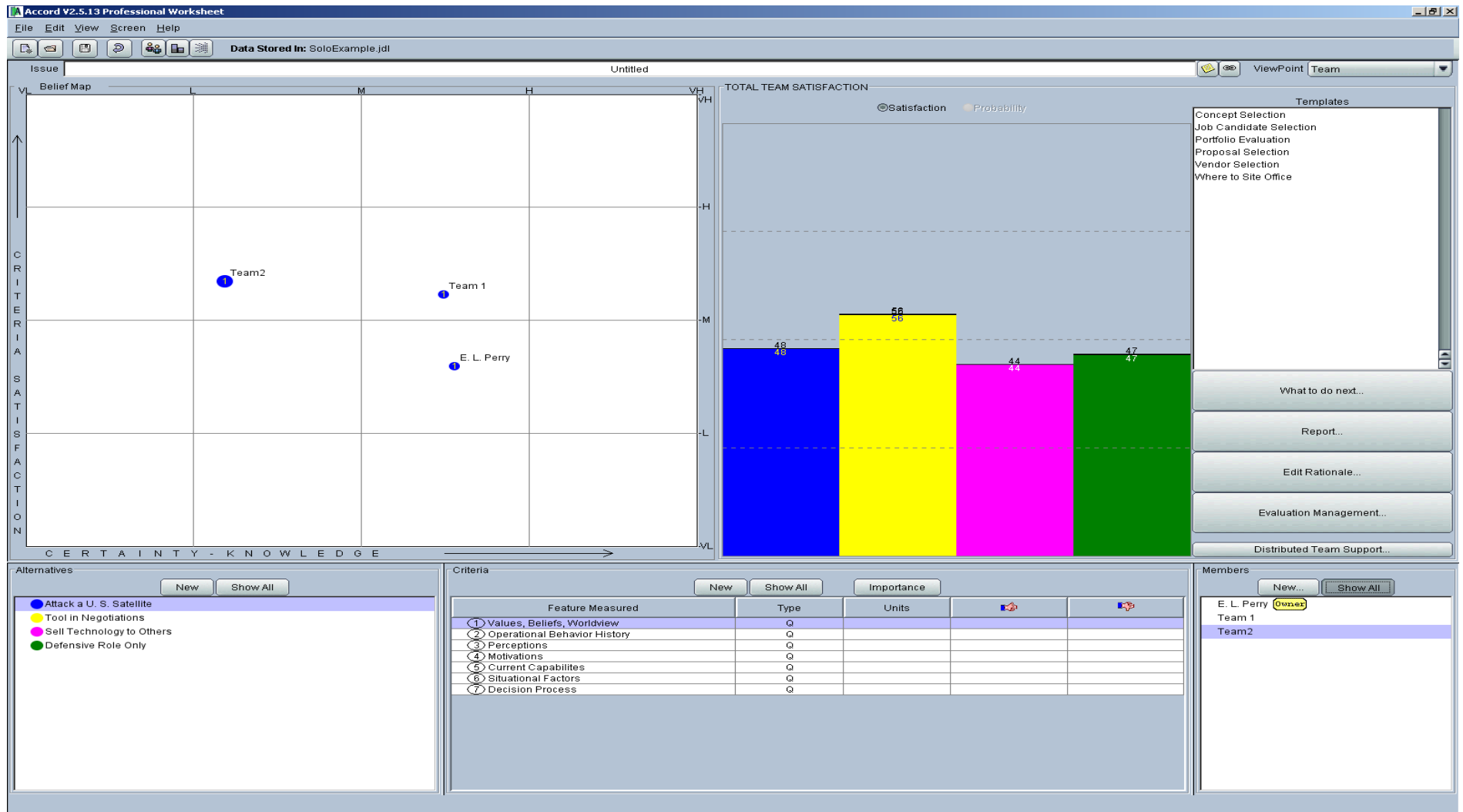
Criteria Weights

			Critical
① Values, Beliefs, Worldview		0.09	<input type="checkbox"/>
② Operational Behavior History		0.14	<input type="checkbox"/>
③ Perceptions		0.14	<input type="checkbox"/>
④ Motivations		0.14	<input type="checkbox"/>
⑤ Current Capabilities		0.19	<input type="checkbox"/>
⑥ Situational Factors		0.14	<input type="checkbox"/>
⑦ Decision Process		0.14	<input type="checkbox"/>

Close



Show All





Questions?

